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| **Project Team Name** | Team B |
| **Development Week** | 6 |
| **Date** | 10/11/2012 – 10/18/2012 |
| **Team Accomplishments** | |
| * Most sounds are in * Bugs mentioned in feed back form fixed. * Objects no longer update when they are dead * Game pauses when in menu * Boss is functional * Final models placed in game * Balanced costs of health and ammo * Increased experienced gained * Level up system works * You can spend ability/attributes points | |
| **Action Items** | |
| * Finish placing sounds * Polish up the level * Improve guide * Have instructions when starting game * Fix enemy spawn * Postmortem | |
| **Late Tasks** | |
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| **Team Issues** | |
| * Models weren’t centered * Sound file format problems * Bullets killing the original shooter * Getting the physics to pause * Stopping looping sounds * Outputting certain variables in upgrades | |
| **Other** | |
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